Game Basics

Your Screen

1 **Character Portrait:** A picture of the hero currently in use.

2 **Blue Sparks:** You accumulate these from breaking open blue capsules and as rewards at the end of a mission. Spend them in the Toy Store on cool toys and accessories.

3 **Level:** The number shows your current level, and the bar displays your progress toward the next level.

4 **Objective Marker:** A mission marker that pinpoints distance and location for your next objective.

5 **Mini-Map:** A radar map showing the direction you're facing. Various points of interest display on the map, such as objectives as yellow dots and challenges as green dots.

6 **Targeting Circle:** This is where you are pointing. Very important for ranged combat and locking on to targets.

7 **Your Hero:** In this case, Thor, the God of Thunder. He's a flyer, so he can float above the city streets.

© 2014 MARVEL. © Disney. ©2014 Disney/Pixar. All Rights Reserved.

BASIC MOTION

There are a large number of characters to play in the game, and fortunately they all move in a similar fashion. You use one stick to move and the other to look around, and you use the same buttons to jump, block, dodge, and activate abilities; however, each hero from a Play Set is unique and has his or her own special abilities and methods of attack. They do all share a few common movements that are essential for navigation and platforming.

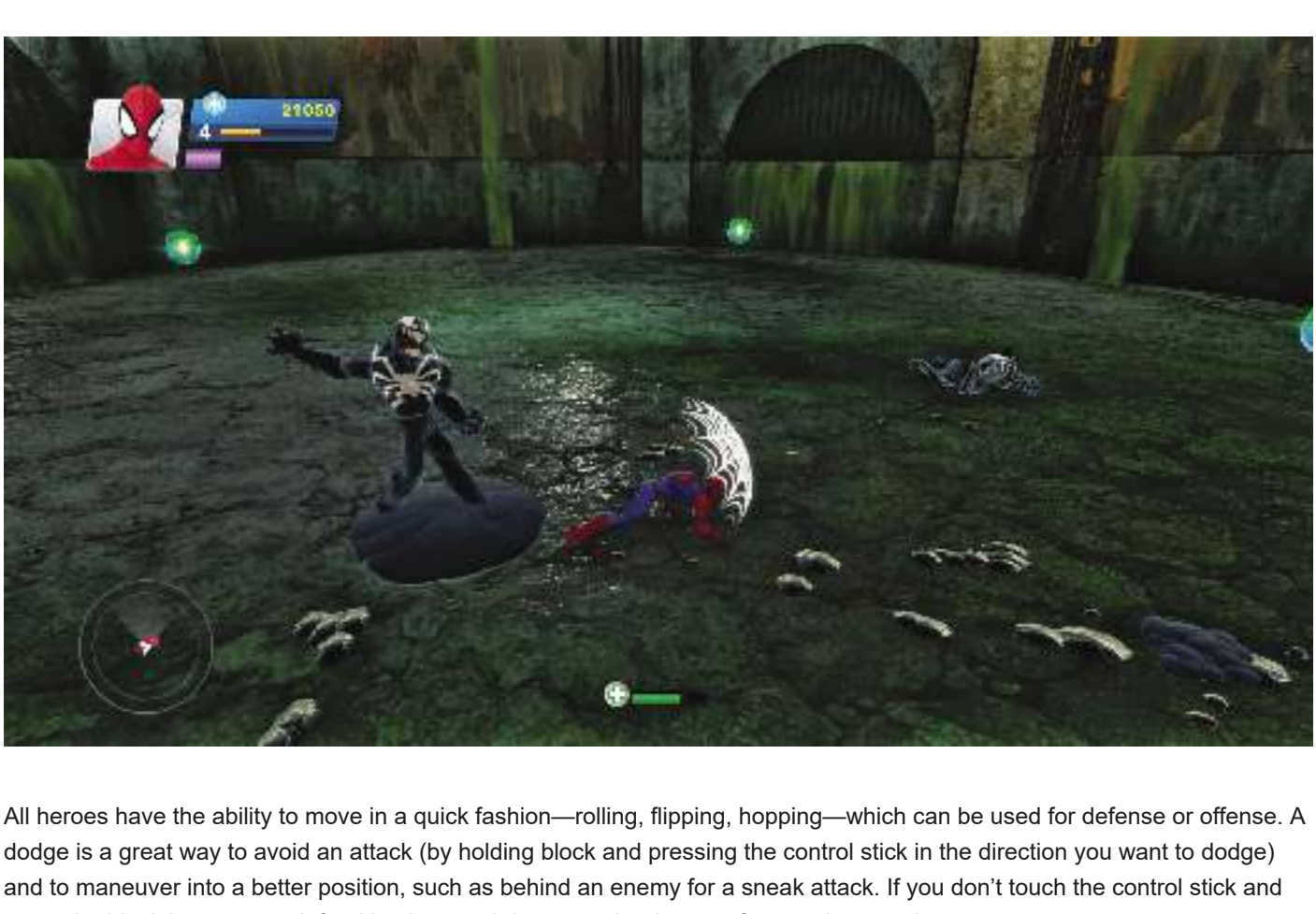
JUMPING

The first common technique is the double jump, and while it is easy to do, there is more to it than merely pressing a button twice. Double jumps will allow you to jump higher, but they can also allow you to jump longer. If you wait until you begin to fall on the first part of your jump, and then press the jump button for the second time, you will extend the distance you cover, allowing you to jump across far ledges and buildings. In each Play Set, jump platforms are set up to launch characters up to predefined landing spots. For those characters without flying, using jump platforms is essential to reach rooftops and other high platforms. If you have Super Jump, holding the jump button sends you sky high. If you don't begin with Super Jump, check your skill tree for it and, if you have it, unlock your Super Jump ability when you want to increase your vertical leap.

CLIMBING

Most of the platforming in the game will include plenty of climbing. The skill is easy to perform, but it can be tricky to know where you can actually climb. Look for railings along climbable edges; usually these railings are yellow or blue. Once you are hanging, there are a lot of options including jumping up or over to another grapple point, jumping down or off the structure, or following the hand hold to maneuver around the edge. Other objects, such as poles, can also be climbed. If a hero has Wall Crawl, he or she can climb straight up a surface, regardless of edges or railings.

BLOCK/DODGE



All heroes have the ability to move in a quick fashion—rolling, flipping, hopping—which can be used for defense or offense. A dodge is a great way to avoid an attack (by holding block and pressing the control stick in the direction you want to dodge) and to maneuver into a better position, such as behind an enemy for a sneak attack. If you don't touch the control stick and press the block button, you defend in place and decrease the damage from melee attacks.

FLYING

Some heroes have the ability to fly. In *hover mode*, the left control stick is used to move left/right/forward/backwards, the jump button moves up, and right control stick moves the camera. In *flight mode* (i.e., with the left trigger down), the left control stick does barrel rolls (left/right) and the right control stick steers (up/down/left/right). Don't worry about falling; you can't be hurt. When you want to land, you can continue full speed into the ground and perform an Air Attack, or you can use your block button to suddenly stop flying and drop to the ground. Some characters might not be able to fly, but they can Web Swing, which, once you know how to sling yourself along, can be almost as good.

© 2014 MARVEL. © Disney. ©2014 Disney/Pixar. All Rights Reserved.

GROUND AND FLYING

All vehicles move by using one stick to steer and the other to look around, and they all use the triggers to accelerate and brake/reverse. Ground vehicles, like the S.H.I.E.L.D. Motorcycle, will get you from point A to point B quicker than running it, and with vehicles you have limited jumping and shooting abilities to clear obstacles. However, if you're a character who relies on your feet to get around, you really want a flying vehicle as soon as possible. Certain missions require that you reach rooftops or high platforms, and though you have jump platforms to help you reach any location, it's much easier to navigate the 3D space once you acquire that flying vehicle.

DRIFTING

Drifting is the process of holding both triggers while driving into a turn or even a circle. This maneuver is great for getting around corners when you are at top seeds, but more importantly it builds up the turbo meter. More turbo means more speed. Drift in any race or situation where you need to store up that potential boost.

TURBO

There is a meter under your vehicle that indicates how many bars of turbo you have. When you do a stunt or drift, the meter in one bar will fill until it is yellow, which means you can activate that boost. After one bar is yellow, the next gauge will start to fill and continue the process. Once all segments of the meter are yellow, you are wasting an effort to build turbo and should use a boost as soon as possible. Turbo activation is a simple flick of the control stick and your vehicle will shoot flames showing you are boosting. Obviously, it can be dangerous to boost at a turn, but a drift can help control that speed. A turbo assist is great any time you are in a straightaway, a close race to the finish, or when you want to hit a ramp at top speed to maximize your air time for stunts or tricks.

STUNT/TRICKS

Probably the coolest thing about vehicles, besides high-speed driving, is the tricks you can pull off. After leaping in the air, pushing the right stick up, down, left, or right will trigger front or back flips, spins, or barrel rolls. Doing two of the same motion while in the air is considered a double trick. However, if you push in two different directions, the stunt is considered a combo and earns more points. If you get enough height and speed, it is possible to pull off a triple combo for really big points on courses like the ice stunt park. The key to chaining moves is to immediately flip the control stick when you are airborne and quickly press another direction as that move completes to perform the next trick.

© 2014 MARVEL. © Disney. ©2014 Disney/Pixar. All Rights Reserved.

Sparks

BLUE SPARKS

Sparks usually come from capsules; break open a capsule and Sparks spill out. You may have to run through them to capture them all because they only last for a limited time. Blue Sparks are your form of currency. Take all the blue Sparks you capture and spend those blue Sparks in the Toy Store on various cool toys and accessories. You are also rewarded blue Sparks at the completion of each mission.

GREEN SPARKS

Green Sparks are for health regeneration. As your character takes damage, your health bar decreases; green Sparks fill your health bar back up.

ORANGE SPARKS

Orange Sparks give you experience. Just like defeating foes and gaining experience through the orange Sparks they drop, orange capsules give you experience Sparks, only there are usually more orange Sparks in a capsule than even a modest enemy encounter.

PURPLE SPARKS

Collecting purple Sparks adds to your special ability bar. Depending on your character and your skills, you may have more than one section on your special ability bar, and these purple Sparks fill the bar up so you can use your really powerful abilities.

© 2014 MARVEL. © Disney. ©2014 Disney/Pixar. All Rights Reserved.

CROSSOVER COINS

Each Play Set has two Crossover Characters, which can only be unlocked after you find all ten Crossover Coins belonging to that character. These spinning Crossover Coins will be spread throughout the Play Set—on street corners, high up on rooftops, or hidden under platforms, for example. After you unlock a Crossover Character, you will receive three unique side missions designed specially for that character. For example, if you discover all ten Crossover Coins for Iron Man in the Marvel's Guardians of the Galaxy Play Set, Iron Man will become available to undertake three side missions that rely on flight and his particular fighting skills to complete.

Crossover Characters

Crossover Hero	Coin Color	Play Set Unlocked In
Nova	Blue	Avengers, Guardians of the Galaxy
Rocket Raccoon	Yellow	Avengers
Iron Man	Red	Spider-Man, Guardians of the Galaxy
Hulk	Green	Spider-Man

BONUS BOXES

There are five different Bonus Box types in each Play Set, and collecting all twenty of a Bonus Box type accomplishes a feat. The Bonus Box types are as follows: Tech (Avengers, Marvel's Guardians of the Galaxy Play Sets only), Web Swing (Spider-Man Play Set only), Wall Crawl, Flight, Super Jump, and Maximum Strength. Each Bonus Box type requires you to use that ability to discover each associated cube. For example, a Tech hero can use certain Tech stations to unlock a hidden Tech Bonus Box, a Wall Crawl hero will have to crawl up a building face to retrieve a Wall Crawl cube, Flight Bonus Boxes are high up in the sky, Super Jump Bonus Boxes can only be reached with a big leap, and Maximum Strength Bonus Boxes, though near street level, may require a crushing blow to reveal them from their surroundings.

NOTE

Keep in mind, though, that you can only see a Bonus Box if you have the associated skill; otherwise, the Bonus Box will be faded out and nearly invisible to you. Someone like the Hulk will initially be able to see Maximum Strength Bonus Boxes, but won't be able to see Flight or Tech Bonus Boxes. If you upgrade to Hulk's Superhuman Leap ability, you will be able to see Super Jump Bonus Boxes, and if you upgrade to his Crushing Climb ability you will be able to see Wall Crawl Bonus Boxes.

© 2014 MARVEL. © Disney. ©2014 Disney/Pixar. All Rights Reserved.

MELEE

All heroes have melee skills, though some like Hulk, Venom, and Drax are more skilled in hand-to-hand combat than others. In melee, one punch or kick may be fine, but you usually want to string together a combo of melee attacks to inflict maximum damage on a foe. Many enemies will fall down after taking some damage, but that doesn't mean they are defeated. A lot of them can be hit while they are down or trying to get up, so make sure to finish off a single enemy. Quickly switching from enemy to enemy is a good tactic when you are surrounded, but it is always a good idea to reduce the number of foes you face as soon as possible.

RANGED

Heroes like Hawkeye, Nova, and Star-Lord have ranged attacks that can deal damage far away from the potential danger of melee combat. Ranged attacks will generally shoot at the closest target; however, when you need precision, you can enter a zoomed-in mode where you can place the aiming cursor over what you want to hit. When your ranged fire is locked on an enemy like this, you can still run and gun, allowing you to move quickly while unloading ranged damage on a single target. It's also a good technique for destroying obstacles.

AREA-EFFECT

Certain heroes have area-effect attacks that will damage multiple enemies that are close together. Area-effect comes in two forms: personal area-effects, such as Thor's Lightning Strike, which surrounds the hero with damage, or ranged area-effects, such as Hawkeye's Rain of Arrows, which deals out damage to all enemies in the area surrounding the point of attack. All heroes have the ability to perform an Air Attack, which is useful when surrounded by enemies as it lifts your character out of danger for a second and delivers an attack to the enemies immediately nearby.

SPECIAL MOVES

Every hero has different special moves that make them unique in combat. Depending on the mission and enemy encounters, you may want a quicker hero like Iron Fist, or a well-rounded hero like Spider-Man, or a ranged specialist like Rocket Raccoon. Your main special ability is powered by purple Sparks. Once you trigger it, such as Thor's Lighting Strike, your special ability bar depletes and you'll need more purple Sparks to power it back up. Get to know your heroes and what they can do. When you receive a mission that requires stealth, call on Black Widow, but a mission with hordes of Frost Giants pinning you down might benefit from Cap's Shield Assault.

BLOCKING

On the opposite end of the combat spectrum is the defensive ability to block with a simple button press. Most attacks can be blocked, and while this doesn't get you any closer to defeating your enemy, the maneuver can set your enemy up to drop its guard. By blocking or absorbing an attack, it can create an opening for you to counter or avoid getting knocked down. If you aren't sure what to do in a battle, especially when faced with a powerful foe, fall back on the block and plan your next move. Keep in mind, too, that certain attacks can break blocks and deliver potent counterattacks. For example, Hulk's Sonic Clap Combo breaks an opponent's block and juggles them into the air for a Sonic Clap Attack.

© 2014 MARVEL. © Disney. ©2014 Disney/Pixar. All Rights Reserved.

Game Basics

Mission Types

Mission givers send you on your missions. A blue exclamation mark floats over a mission giver's head if he or she has a mission to discuss with you. If there's a question mark over the mission giver's head, it means you are already on a mission for that character. Mission givers also send out a blue beacon that can be seen from far away. Once you embark on a mission, yellow objective markers will guide you from task to task. When you get near to an objective, yellow arrows will help you identify tasks. If you see a green beacon, it notes the location of a challenge; these will unlock throughout the game as you complete various missions and tasks. Remember that some missions only become available after completing other tasks, unlocking specific conditions, or getting to certain points in the game.

NOTE

Your Mission Log is a useful tool for keeping track of your missions. At any point, you can see your Active Missions, Available Missions, and Completed Missions. You also have an option to guide you to a specific mission giver, which will display a yellow objective marker that you can follow right to the mission in question.

MAIN MISSIONS

Play Sets come with a variety of fun missions, and your main missions drive the main story forward. These are your primary quests where you will encounter many familiar characters from the Play Set's world. All of the main missions combine to tell a complete tale from start to finish, although the story can have several branching elements. To finish the Play Set's story, you will have to complete all main missions.

SIDE MISSIONS

Side missions are usually optional tasks that can be done to enhance the journey. Beyond the obvious joy of completing them, there are often rewards that make it well worth your time to go through each one. These missions can be as quick as a single task or more involved like your main missions.

CHALLENGES

Challenges are unlocked as you complete certain missions or achieve at least the Bronze goal on previous challenges. They give off a green beacon, but the beacon will not appear if you are using a hero who cannot enter the challenge. Most challenges are meant for all heroes in that Play Set, but some are specific to heroes, such as Iron Man's Fight or Flight challenge. Each challenge has three goal levels: Bronze, Silver, and Gold. Rewards are handed out based on your level of success and follow the same reward levels: 75 blue Sparks for Bronze, 325 blue Sparks for Silver, and 825 blue Sparks for Gold.

© 2014 MARVEL. © Disney. ©2014 Disney/Pixar. All Rights Reserved.

Game Basics

Leveling Up Your Characters

As your characters collect orange Sparks, they earn experience and, when they have enough, they level up. Every time they level up, they also earn Skill Points that they can spend in the Skill Tree. You can get to the Skill Tree from the pause menu. Each character's Skill Tree is different. It consists of skills that can affect health, speed, melee combat, ranged combat, the speed at which Power Discs recharge, and a unique Special Move. This move must be unlocked in the Skill Tree and can then be upgraded. For most characters, you want to get your special move as quickly as possible. Depending on your character, you may choose to focus on melee or ranged attacks.

NOTE

Characters can advance up to level 20. However, you will not have enough Skill Points to purchase every single skill. Therefore, you have to be careful what you pick. When you reach level 10 and then again at level 20, you can respend your Skill Points. However, this is a one-time event for each time, so you still have to be careful.

The Skill Tree is called such because you can't just pick any skill you want. You have to follow the branches of the tree to get to some skills, purchasing others along the way. Therefore, look at all the skills and find out which you really want and begin spending Skill Points to get to them. When looking at a Skill Tree, you may notice that some of the skills have laurels around them. These are skills that the game designers recommend and are very useful for that specific character. Try to include those in your acquired skills.

NOTE

Check out the Characters chapter to learn all about each of the skills on the Skill Trees for each of the Marvel characters. If you look at the included Skill Tree for each character, you can see the skills highlighted that the game testers found most useful. This can serve as a guide if you are not sure what skills you want to get.

© 2014 MARVEL. © Disney. ©2014 Disney/Pixar. All Rights Reserved.

Game Basics

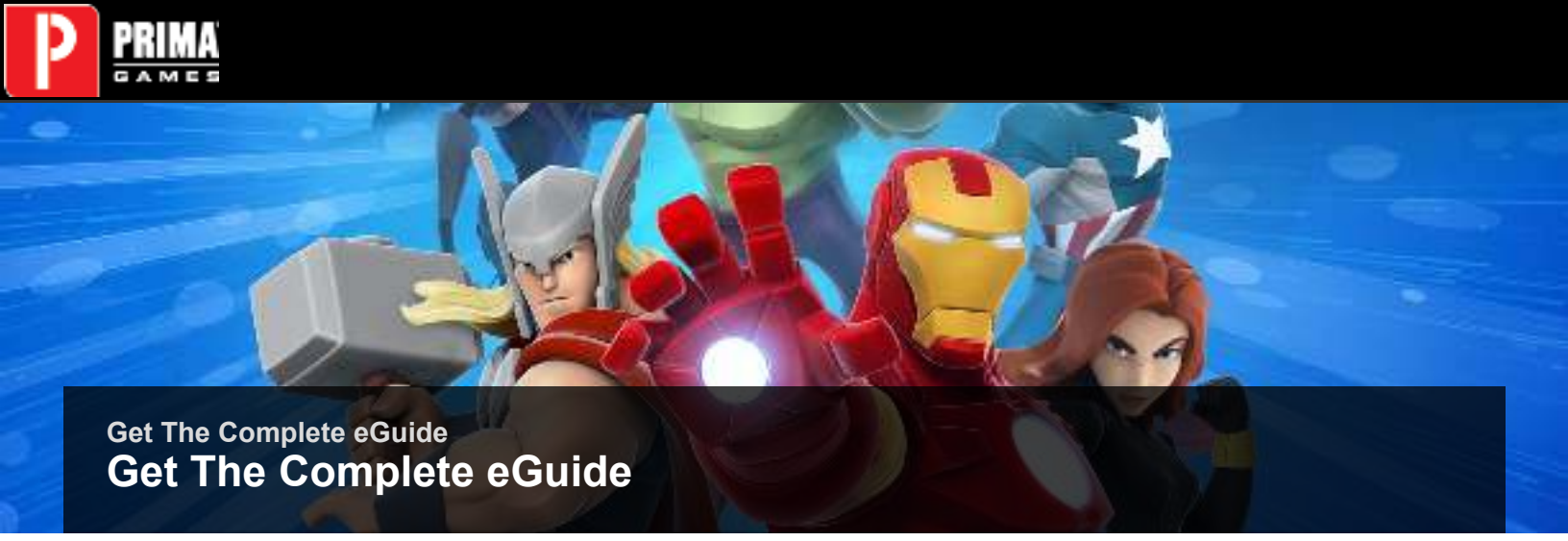
Feats

Feats are tasks you complete during your missions for accomplishments in combat, collection, or even hero-specific deeds. Their difficulty can be easy (Beginning Bonus: Collect a Bonus Box in the Avengers Play Set), medium (Damage Control: Deliver 16 civilians to heat generators), or hard (Un-De-Feat-Able: Complete all feats). They can be specific to a hero (Thor's Green Thunder, which requires Thor attack Hulk), or completely fun and random (Road Trip: Ride a motorcycle as Captain America for 5 kilometers). Working on challenges, feats, and collecting Bonus Boxes will complete even more feats for you, as many center around these three areas. You will have a great time playing through the Play Set missions—and you'll have an even better time if you try to complete the feats along the way!

NOTE

See the end of each Play Set chapter for the complete rundown on that Play Set's feats.

© 2014 MARVEL. © Disney. ©2014 Disney/Pixar. All Rights Reserved.



Get The Complete eGuide

Get The Complete eGuide

Click here to BUY the complete eGuide

NEW POWER DISCS, ITEMS AND CHARACTER SKILL TREES REVEALED
2.0 EDITION
Disney INFINITY
OFFICIAL GAME GUIDE
BEAT EVERY MISSION and LOCATE COLLECTIBLES for each Play Set
EXPERT TIPS on how to build in the updated TOY BOX MODE
MARVEL SUPER HEROES

© 2014 MARVEL. © Disney. ©2014 Disney/Pixar. All Rights Reserved.

Marvels The Avengers

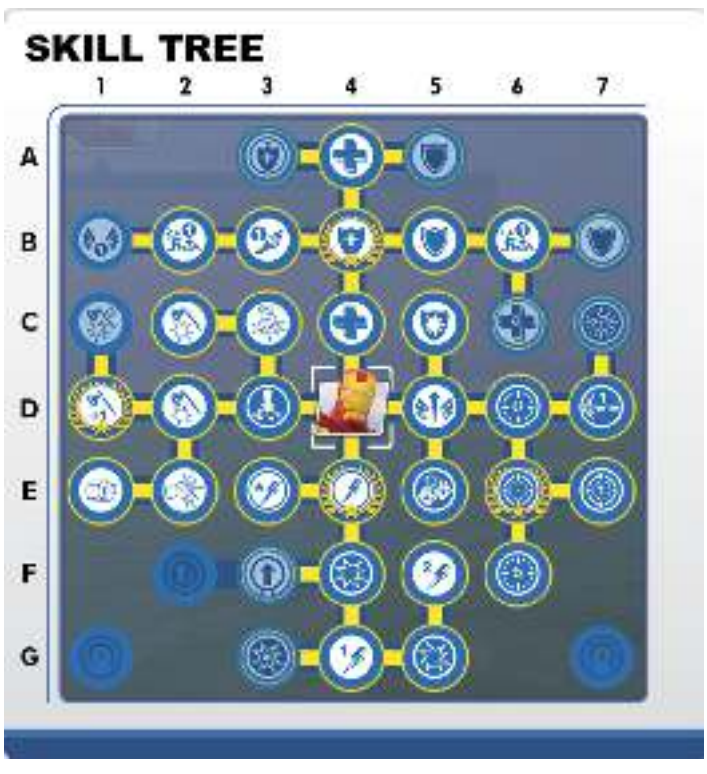
Iron Man

IRON MAN

Take flight to pulse blast your foes with Iron Man’s Stark Tech armor.

Special Abilities

- Flying
- Tech
- Repulsor Blasts
- Mini Missiles
- Shields
- Crossover Character



Skills

	Skill	Description	Cost
B3	Acceleration Upgrade – Level 1	Increases Iron Man’s running speed.	1
D2	Damage Increase 1	Increases the damage of Iron Man’s combo attack. (Tap attack button.)	2
C2	Damage Increase 2	Increases the damage of Iron Man’s combo attack. (Tap attack button.)	4
B1	Full Thrusters	Increases the Speed of Iron Man’s flight. (Hold the jump button to hover, hold Left Trigger while hovering for free flight.)	3
E2	Grapple Mines	Deploys a grapple mine (hold attack button) that detonates on contact with an opponent, breaking their block. Can be fired for defense against an incoming attack by continuing to hold the attack button to deploy more mines. Mines will detonate upon releasing the attack button.	2
C4	Health Boost 1	Increases Iron Man’s maximum health.	1
A4	Health Boost 2	Increases Iron Man’s maximum health.	3
B6	Helping Hand	Decreases the amount of health needed to revive another Character or sidekick.	2
D5	Mid-Air Recovery	Allows the Character to recover in mid-air by tapping the jump button.	1
E4	Missile Barrage	Iron Man’s Special Move (tap special move button). Stand in place and shoot a barrage of missiles that will seek out opponents within a certain range.	2
E5	Paired Pulse Bolts	Allows Iron Man to shoot Pulse Bolts (Tap ranged attack button) from both hands.	3
C3	Pavement Pounder	Increases the damage and area affected by Iron Man’s Air Assault. (Tap jump button, then tap attack button.)	2
F3	Power Disc Recharge Upgrade 1	Increases the rate at which the Power Disc meter fills.	3
F2	Power Disc Recharge Upgrade 2	Increases the rate at which the Power Disc meter fills.	5
E6	Power Pulse Bolts	Iron Man can charge up his Pulse Bolt by holding the ranged attack button for a more powerful firing blast.	2
D7	Pulse Bolt Blitz	Increases the Pulse Bolt’s rate of fire (Tap ranged attack button.)	3
E7	Quick Charge	Reduces the time it takes to charge up the Pulse Bolts. (Hold ranged attack button.)	4
D6	Ranged Attack Upgrade 1	Increases the damage of Iron Man’s Pulse Bolt attack. (Tap ranged attack button.)	2
F6	Ranged Attack Upgrade 2	Increases the damage of Iron Man’s Pulse Bolt attack. (Tap ranged attack button.)	4
B4	Regenerating Shields	Shields that must be depleted before Iron Man’s health is affected. These shields regenerate over time.	2
A3	Regenerative Powers	Increases the rate that the shields regenerate.	5
C5	Repel	Repel an attacking opponent. Tap the defend button just before an attack. Requires skilled timing.	3
E1	Repulsor Blossom Attack	After detonating a grapple mine, release the attack button and then tap it again to perform a spinning attack that damages surrounding opponents.	4
G1	Respender 1	At level 10, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
G7	Respender 2	At level 20, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
B5	Shield Surge 1	Increases the amount of damage the shield can stop.	3
B7	Shield Surge 2	Increases the amount of damage the shield can stop.	5
A5	Shield Surge 3	Increases the amount of damage the shield can stop.	6
G5	Special Move Bonus 2	Increases the damage caused by the Missile Barrage. (Tap special move button.)	4
F4	Special Move Bonus 1	Increases the damage caused by the Missile Barrage. (Tap special move button.)	2
G3	Special Move Mega Bonus	Increases the damage caused by the Missile Barrage. (Tap special move button.)	6
G4	Special Move Meter Upgrade 1	Adds a portion to the Special Move meter. When filled, the Character can activate a Special Move.	3
F5	Special Move Meter Upgrade 2	Adds a portion to the Special Move meter. When filled, the Character can activate a Special Move.	5
E3	Speedy Meter Upgrade	Increases the rate at which the Special Move meter fills when Power Pickups are obtained.	4
D1	Stark’s Strong Finish	Adds a new finishing move to Iron Man’s combo attack. (Tap attack button.)	4
D3	Street Spike	Allows the Character to slam a carried object into the ground by tapping the attack button.	1
C1	Super Damage Increase	Increases the damage of Iron Man’s combo attack. (Tap attack button.)	6
C6	Super Health Boost	Maximizes Iron Man’s health.	5
B2	Team Player	Decreases the amount of time it takes to revive another Character or sidekick.	2
C7	Ultra Ranged Attack Upgrade	Increases the damage of Iron Man’s Pulse Bolt attack. (Tap ranged attack button.)	6

© 2014 MARVEL. © Disney. ©2014 Disney/Pixar. All Rights Reserved.

Marvels Ultimate Spider-Man

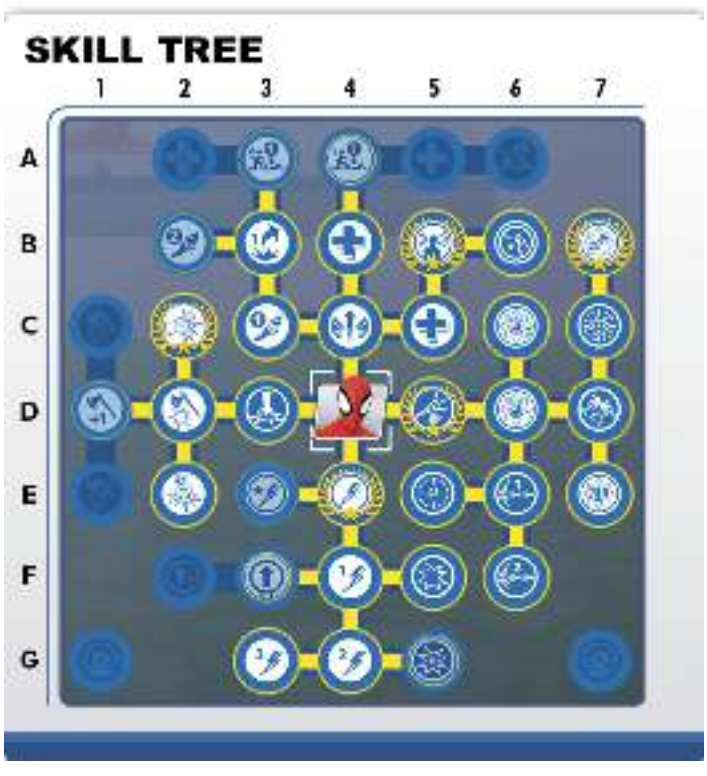
Spider-Man

SPIDER-MAN

Use Spidey's wall climbing and web slinging powers to put your enemies in sticky situations.

Special Abilities

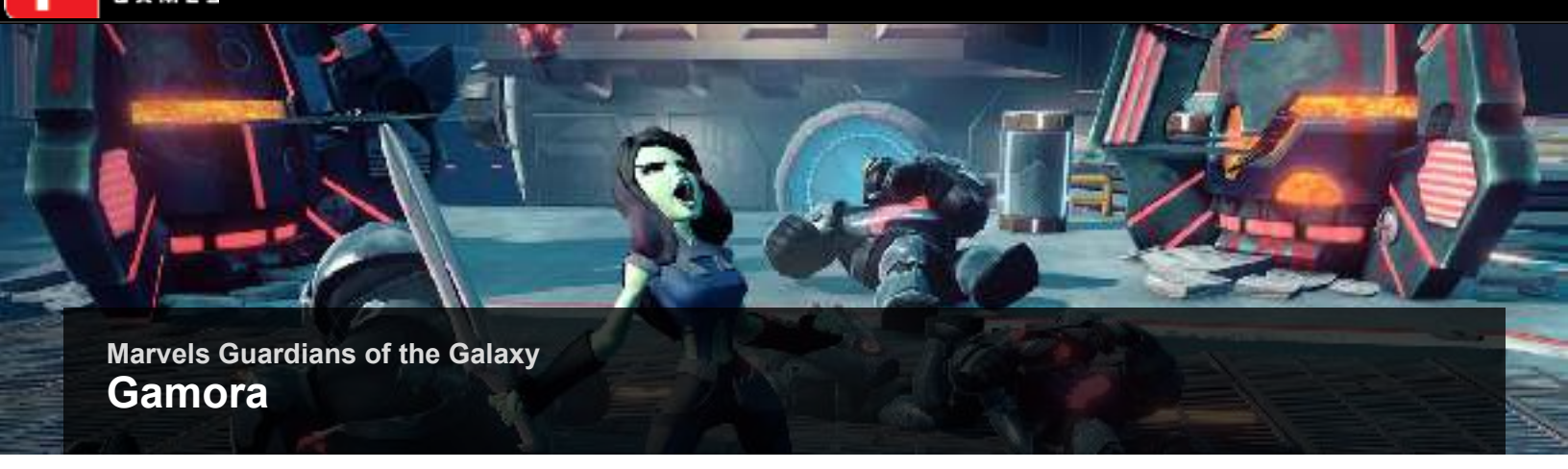
- Spidey Sense
- Super Jump
- Wall Crawl
- Web Swinger



Skills

	Skill	Description	Cost
C2	Block Breaker Combo	A counter attack maneuver (hold attack button) that allows Spider-Man to break an opponent's block.	2
D2	Damage Increase 1	Increases the damage of Spider-Man's combo attack. (Tap attack button.)	2
C1	Damage Increase 2	Increases the damage of Spider-Man's combo attack. (Tap attack button.)	4
D7	Dual Web Bolt	Allows Spider-Man to shoot Web Bolts (tap ranged attack button) from both hands.	3
B4	Health Boost 1	Increases Spider-Man's maximum health.	1
C5	Health Boost 2	Increases Spider-Man's maximum health.	2
A5	Health Boost 3	Increases Spider-Man's maximum health.	4
A4	Helping Hand	Decreases the amount of health needed to revive another Character or sidekick.	2
A6	Helping Hand Upgrade	Decreases the amount of health needed to revive another Character or sidekick.	4
C4	Mid-Air Recovery	Allows the Character to recover in mid-air by tapping the jump button.	1
F3	Power Disc Recharge Upgrade 1	Increases the rate at which the Power Disc meter fills.	3
F2	Power Disc Recharge Upgrade 2	Increases the rate at which the Power Disc meter fills.	5
E5	Ranged Attack Upgrade	Increases the damage of Spider-Man's Web Bolt and Web Line attacks. (Tap ranged attack button.)	2
E6	Rapid Fire – Level 1	Increases the rate of fire of Spider-Man's Web Bolts. (Tap ranged attack button.)	3
F6	Rapid Fire – Level 2	Increases the rate of fire of Spider-Man's Web Bolts. (Tap ranged attack button.)	5
G1	Respender 1	At level 10, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
G7	Respender 2	At level 20, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
F5	Special Move Bonus	Increases the damage of Spider-Man's Web Barrage. (Tap special move button.)	2
G5	Special Move Mega Bonus	Increases the damage of Spider-Man's Web Barrage. (Tap special move button.)	4
F4	Special Move Meter Upgrade 1	Adds a portion to the Special Move meter. When filled, the Character can activate a Special Move.	3
G4	Special Move Meter Upgrade 2	Adds a portion to the Special Move meter. When filled, the Character can activate a Special Move.	5
G3	Special Move Meter Upgrade 3	Adds a portion to the Special Move meter. When filled, the Character can activate a Special Move.	6
E3	Speedy Meter Upgrade	Increases the rate at which the Special Move meter fills when Power Pickups are obtained.	4
B3	Spider Jump Upgrade	Increases the speed, distance, and height of Spider-Man's Super Jump. (Hold jump button.)	2
E2	Spider Pound Upgrade	Increases the damage and area of effect for Spider-Man's Air Assault. (Tap jump button, then tap attack.)	2
B5	Spidey Sense	Increases Spider-Man's ability to sense and repel enemies, and increases alert time. Reveals hidden items on your radar.	4
C3	Spidey Speed – Level 1	Increases Spider-Man's running speed.	1
B2	Spidey Speed – Level 2	Increases Spider-Man's running speed.	3
D3	Street Spike	Allows the Character to slam a carried object into the ground by tapping the attack button.	1
D1	Strong Finish	Adds a new finished move to Spider-Man's Melee Combo attack. (Tap attack button.)	4
E1	Super Damage Increase	Increases the damage of Spider-Man's combo attack. (Tap attack button.)	6
A2	Super Health Boost	Increases Spider-Man's maximum health.	5
A3	Team Player	Decreases the amount of time it takes to revive another Character or sidekick.	2
C7	Ultra Ranged Attack Upgrade	Increases the damage of Spider-Man's Web Bolt and Web Line attacks. (Tap ranged attack button.)	4
E4	Web Barrage	Allows Spidey to perform an amazing jump and web attack combo to stun multiple enemies in an area. His most powerful move! (Tap special move button.)	2
D5	Web Line	Allows Spider-Man to use a Web Bolt attack (hold ranged attack button) to capture an enemy. Release ranged attack button to pull in the enemy.	1
E7	Web Line Flurry	Adds the ability to attack an enemy with a flurry of strikes (tap attack button) after a Web Line attack (hold ranged attack button).	4
B7	Web Line Strike	Adds a powerful strike (hold attack button) to the aftermath of a Web Line attack (hold special move button).	6
B6	Web Sling Upgrade	Allows Spider-Man to travel farther and higher with his Web Swing. (During a Double Jump or Super Jump, press and hold the jump button again to Web Swing.)	5
D6	Web Stun – Level 1	Increases the duration of Spider-Man's web stuns.	2
C6	Web Stun – Level 2	Increases the duration of Spider-Man's web stuns.	4

© 2014 MARVEL. © Disney. ©2014 Disney/Pixar. All Rights Reserved.



Marvels Guardians of the Galaxy

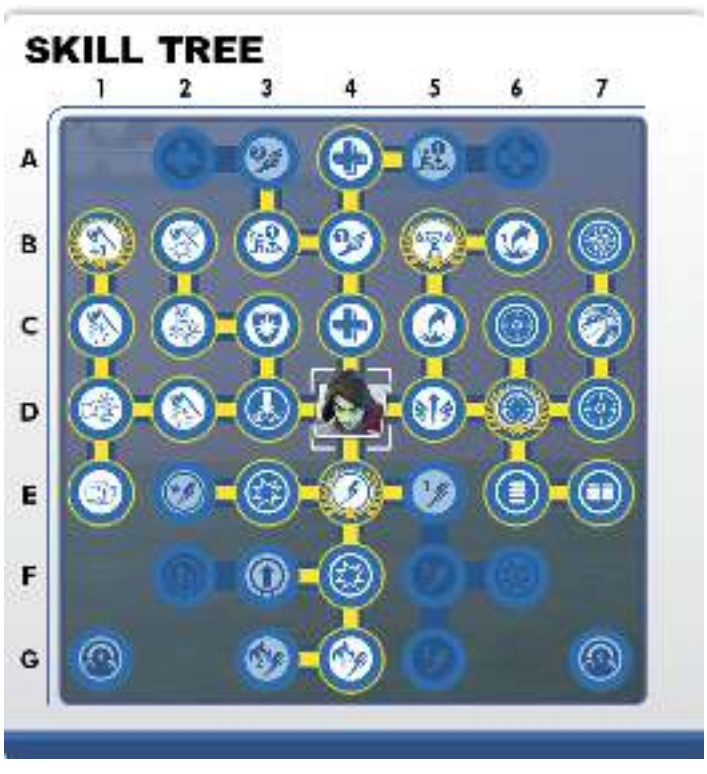
Gamora

GAMORA

Use a Super Hero martial artist to ward off enemies with her keen sword-fighting skills.

Special Abilities

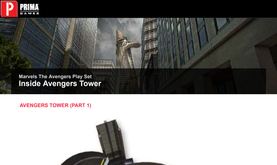
- Super Jump
- Sword and Guns



Skills

	Skill	Description	Cost
E6	Big Shot – Level 1	Increases the number of shots Gamora can fire from her rifle (tap ranged attack button) before reloading.	2
E7	Big Shot – Level 2	Maximizes the number of shots Gamora can fire from her rifle (tap ranged attack button) before reloading.	4
C5	Bound and Determined – Level 1	Unlocks Gamora’s Super Jump ability. (Hold jump button.)	1
B6	Bound and Determined – Level 2	Increases the speed, distance, and height of Gamora’s Super Jump ability. (Hold jump button.)	4
D2	Damage Increase 1	Increases the damage of Gamora’s combo attack. (Tap attack button.)	2
C1	Damage Increase 2	Increases the damage of Gamora’s combo attack. (Tap attack button.)	4
C2	Gamora’s Fury	Increases the damage and range of Gamora’s Air Assault. (Tap jump button, then tap attack button.)	2
C4	Health Boost 1	Increases Gamora’s maximum health.	1
A4	Health Boost 2	Increases Gamora’s maximum health.	2
A2	Health Boost 3	Increases Gamora’s maximum health.	4
A5	Helping Hand	Decreases the amount of health needed to revive another Character or sidekick.	2
G4	In a Blur – Level 1	Increases the duration of Gamora’s speed boost.	2
G3	In a Blur – Level 2	Increases the duration of Gamora’s speed boost.	4
B4	Like the Wind – Level 1	Increases Gamora’s running speed.	1
A3	Like the Wind – Level 2	Increases Gamora’s running speed.	3
C7	Loaded Shot	Gamora’s rifles (tap ranged attack button) fire more projectiles when charged.	3
D5	Mid-Air Recovery	Allows the Character to recover in mid-air by tapping the jump button.	1
B5	Most Dangerous Woman in the World	Increases Gamora’s strength, allowing her to pick up enormous objects.	3
F3	Power Disc Recharge Upgrade 1	Increases the rate at which the Power Disc meter fills.	3
F2	Power Disc Recharge Upgrade 2	Increases the rate at which the Power Disc meter fills.	5
E4	Power Trip	Unlocks Gamora’s Special Move (tap special move button)! Gamora runs faster and has a powerful dash attack (tap attack button) that breaks blocks and deals high damage.	2
D7	Ranged Attack Upgrade 1	Increases the damage of Gamora’s rifle attacks. (Tap ranged attack button.)	2
C6	Ranged Attack Upgrade 2	Increases the damage of Gamora’s rifle attacks. (Tap ranged attack button.)	4
C3	Repel	Repel an attacking opponent. Tap the defend button just before attack. Requires skilled timing.	3
G1	Respender 1	At level 10, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
G7	Respender 2	At level 20, allows you to completely respend all of your skill points. Use it wisely, though. Once purchased, it will be permanently used.	0
D6	Seeker Blast	Charge’s Gamora’s rifles (hold ranged attack button) to increase their damage and number of projectiles.	1
F4	Special Move Bonus 1	Increases the damage of Gamora’s Special Move. (Tap special move button.)	2
E3	Special Move Bonus 2	Increases the damage of Gamora’s Special Move. (Tap special move button.)	4
F6	Special Move Mega Bonus	Increases the damage of Gamora’s Special Move (Tap special move button.)	6
E5	Special Move Meter Upgrade 1	Adds a portion to the Special Move meter. When filled, the Character can activate a Special Move.	3
F5	Special Move Meter Upgrade 2	Adds a portion to the Special Move meter. When filled, the Character can activate a Special Move.	5
G5	Special Move Meter Upgrade 3	Adds a portion to the Special Move meter. When filled, the Character can activate a Special Move.	6
E2	Speedy Meter Upgrade	Increases the rate at which the Special Move meter fills when Power Pickups are obtained.	4
E1	Spinning Slash	After performing a Sword Uppercut, release the attack button, then tap the attack button again to perform a powerful repelling attack.	4
D3	Street Spike	Allows the Character to slam a carried object into the ground by tapping the attack button.	1
B1	Strong Finish	Adds a new finishing move to Gamora’s ground attack. (Tap attack button.)	4
B2	Super Damage Increase	Increases the damage of Gamora’s combo attack. (Tap attack button.)	6
A6	Super Health Boost	Increases Gamora’s maximum health.	5
D1	Sword Uppercut	An upward swing of Gamora’s sword (hold attack button) will break an opponent’s block and send them flying.	2
B3	Team Player	Decreases the amount of time it takes to revive another Character or sidekick.	2
B7	Ultra Ranged Attack Upgrade	Increases the damage of Gamora’s rifle attacks. (Tap ranged attack button.)	6

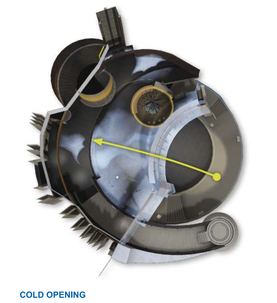
© 2014 MARVEL. © Disney. ©2014 Disney/Pixar. All Rights Reserved.



Marvels The Avengers Play Set

Inside Avengers Tower

AVENGERS TOWER (PART 1)



COLD OPENING

Recommended Hero: Iron Man

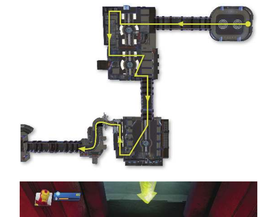
Mission Giver: JARVIS
Type: Combat
Rewards: 75 Blue Sparks

The Avengers begin their first mission thawing out inside Avengers Tower. Loki has sent a furious ice storm against Manhattan and Frost Giants have taken up residence in the facility. They apparently desire something in the lab, and it's your job to fire up those boot jets and take a torch to their plans. Before you leave the first area, though, you may want to check for blue Sparks up the stairs and encased in the ice blocks scattered about the room.

NOTE

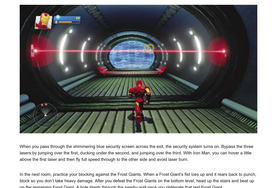
You can choose any Marvel Character from this Play Set and be successful on these missions. Each hero is special and much of the fun is replaying through the missions with different heroes, leveling up and unlocking their special abilities as you go. However, there are some spots in each mission where a particular hero may be better suited to overcome an obstacle or a particular hero's skills may allow you to proceed through a mission easier. And sometimes we just thought it was cool to have a particular hero on a mission, like Captain America battling in an A.I.M. Weapon Factory. With that in mind, we've chosen a Recommended Hero for each mission to maximize your superhero potential.

AVENGERS TOWER (PART 2)



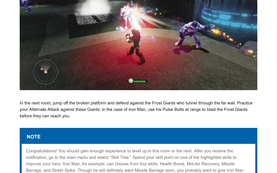
Break through the ice block in front of the elevator entrance. Jump up into the elevator shaft, then perform an Air Attack to jolt the elevator car down the track. Do it a second time to reach the bottom. Jump up and grab the yellow ledge, then jump again to exit the elevator shaft. If you're playing with Iron Man, you can simply fly up and out.

JARVIS seals the next room and instructs you to neutralize the first set of Frost Giants. Practice your melee attacks on the three Frost Giants and scoop up the green capsules if you need some healing.



When you pass through the shimmering blue security screen across the exit, the security system turns on. Bypass the three lasers by jumping over the first, ducking under the second, and jumping over the third. With Iron Man, you can hover a little above the first laser and then fly full speed through to the other side and avoid laser burn.

In the next room, practice your blocking against the Frost Giants. When a Frost Giant's fist toes up and it rears back to punch, block so you don't take heavy damage. After you defeat the Frost Giants on the bottom level, head up the stairs and beat up on the remaining Frost Giant. A hole blasts through the nearby wall once you obliterate that last Frost Giant.

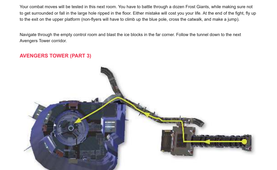


In the next room, jump off the broken platform and defend against the Frost Giants who tunnel through the far wall. Practice your Alternate Attack against these Giants; in the case of Iron Man, use his Pulse Bolts at range to blast the Frost Giants before they can reach you.

NOTE

Congratulations! You should gain enough experience to level up in this room or the next. After you receive the notification, go to the main menu and select "Skill Tree." Spend your skill point on one of the highlighted skills to improve your hero. Iron Man, for example, can choose from four skills: Health Boost, MicAir Recovery, Missile Barrage, and Street Spike. Though he will definitely want Missile Barrage soon, you probably want to give Iron Man Health Boost now to increase his life during a fight and set up Iron Man's skill tree to now be adjacent to another unique skill—Regenerating Shields.

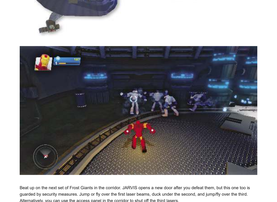
If you try and exit through the security screen, a wall of lasers barricades the way. You can't get through until you hack the access panel on the platform to the right of the exit. Smash through the debris in the corridor, or jump/fly over it to reach the next room.



Your combat moves will be tested in this next room. You have to battle through a dozen Frost Giants, while making sure not to get surrounded or fall in the large hole ripped in the floor. Either mistake will cost you your life. At the end of the fight, fly up to the exit on the upper platform (non-flyers will have to climb up the blue pole, cross the catwalk, and make a jump).

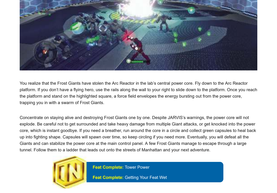
Navigate through the empty control room and blast the ice blocks in the far corner. Follow the tunnel down to the next Avengers Tower corridor.

AVENGERS TOWER (PART 3)



Beat up on the next set of Frost Giants in the corridor. JARVIS opens a new door after you defeat them, but this one too is guarded by security measures. Jump or fly over the first laser beams, duck under the second, and jump/fly over the third. Alternatively, you can use the access panel in the corridor to shut off the third lasers.

Exit the next room through the ventilation shaft to your right. If you go to the left, you can smash into a side area for extra Sparks. Follow the ventilation shaft until you run into three ice blocks shielding the way. Smash them and you reach the lab.



You realize that the Frost Giants have stolen the Arc Reactor in the lab's central power core. Fly down to the Arc Reactor platform. If you don't have a flying hero, use the rails along the wall to your right to slide down to the platform. Once you reach the platform and stand on the highlighted square, a force field envelopes the energy bursting out from the power core, trapping you in with a swarm of Frost Giants.

Concentrate on staying alive and destroying Frost Giants one by one. Despite JARVIS's warnings, the power core will not explode. Be careful not to get surrounded and take heavy damage from multiple Giant attacks, or get knocked into the power core, which is instant goodbye. If you need a breather, run around the core in a circle and collect green capsules to heal back up into fighting shape. Capsules will spawn over time, so keep circling if you need more. Eventually, you will defeat all the Giants and can stabilize the power core at the main control panel. A few Frost Giants manage to escape through a large tunnel. Follow them to a ladder that leads out onto the streets of Manhattan and your next adventure.

Fast Complete: Tower Power

Fast Complete: Getting Your Fast Wet

© 2014 MARVEL. © Disney. ©2014 DisneyPrint. All Rights Reserved.

Marvels The Avengers Play Set

The Streets of Manhattan

MANHATTAN

MAP LEGEND

MISSION GIVERS

1. JARVIS
2. Nick Fury
3. Wasp
4. Captain Marvel
5. S.H.

CHALLENGES

1. Hulk Smash!
2. Flight or Flight
3. Vs. Mode: Docks
4. Vs. Mode: Park
5. Vs. Mode: Avengers Tower
6. A Shot at Glory
7. Quick Pace Race
8. Route to Victory
9. Treat: Dead
10. High Flier
11. Skyward Score
12. Flight Targets
13. Super Jump Race
14. Splash Landing
15. Thrills and Chills
16. So Much Ice, So Little Time

SHEER WHEEL POWER

Recommended Hero: Black Widow

Mission Giver: Nick Fury
Type: Collect
Reward: 100 Blue Sparks, S.H.I.E.L.D. Motorcycle

Sliding a manhole cover aside, you climb up onto a Manhattan street. Nick Fury contacts you with an offer to help him with Loki's Frost Giants across the city. To sweeten the deal, he includes an incentive to join him: Hop on the S.H.I.E.L.D. Motorcycle parked on the nearby corner, drive it to Fury, and he'll let you keep the wheels for yourself. It's a good deal, and becomes a great deal as you upgrade to even better vehicles later in the game and can spawn vehicles at any time at the S.H.I.E.L.D. transportation request stations about the city. Also, don't miss the Rocket Raccoon and Nova Crossover Coins spinning behind Nick Fury.

Enemies

Small Frost Giant

The most common ice foe in the Avengers Play Set. Easy to take out, but watch out for its icy fists that can land a teeth-chattering blow.

Medium Frost Giant

A step up from its smaller cousins, the medium variety Frost Giant lasts longer in combat, and some will summon more Frost Giants into the fray if you let them.

Shielded Frost Giant

This Frost Giant's shields can reduce melee blows and protect against ranged attacks. Add a spear to its arsenal and you have trouble.

Large Frost Giant

The most serious of Frost Giants has two fearsome attacks: a hand clap that sends out an icy wave that freezes solid anyone caught in its wake, and ice boulders it can throw long distances. Oh yeah, and it takes a whole lot of damage to bring it down.

Security Drone

Invented by M.O.D.O.K., these flying surveillance devices have also been equipped with energy blasts that will roast you to a crisp if you're slow.

ENERGY CRISIS

Recommended Hero: Thor

Mission Giver: JARVIS
Type: Combat
Rewards: 150 Blue Sparks

JARVIS lets you know that power needs to be restored to Avengers Tower, and the only way to do that is by activating the emergency power overrides in the area surrounding the Tower. If you have a hero like Thor, it's a quick aerial jaunt to each location. If you can't fly, hop on your new S.H.I.E.L.D. Motorcycle to race to Avengers Tower.

The first power override station rests a few blocks away at the back of an alley between the buildings adjacent to the Empire State Building. Because you are in tight quarters in the alley, try to take out the spawning Frost Giants quickly, before they can swarm you. If you're having problems, fly up out of harm's way and reposition at the front of the alley or perform an Air Attack for area-effect damage. Press the IN button to activate the first of the override stations.

SINGLE POWER DISCS

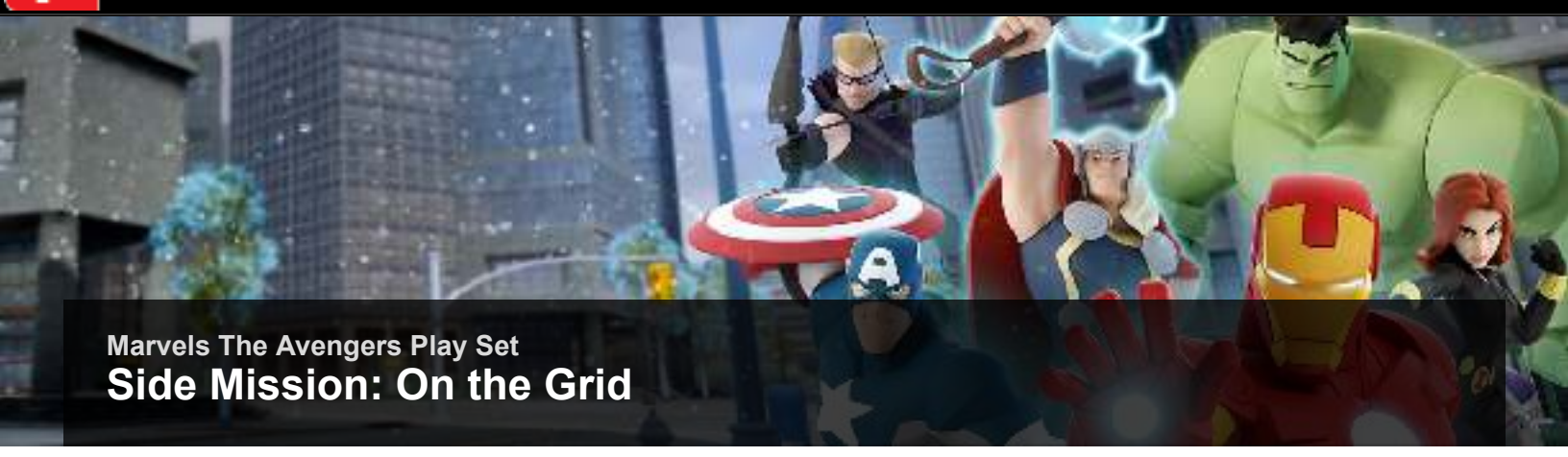
Even a single Power Disc can give your hero that extra boost offensively or defensively to win the day, or imbue your hero with an extra ability he or she might not possess. You may want to add White Tiger as an ally with the Marvel Team-Up: White Tiger disc, or attach the Alien Symbiote disc to your hero and widen his collection radius. If you're lucky enough to gain one of the rare Power Discs, such as the uber-powerful Infinity Gauntlet, it's a no-brainer to stack it with your hero. The only down side for some Power Discs like that is that they need time to recharge in between uses.

You can find the second power override station a couple of blocks away. When you arrive, Frost Giants spawn in the area and converge. Don't let them get the jump on you. Pull back from the machine and hurl Mjolnir at each one until they explode into ice fragments. If you've upgraded Thor's skills to Mjolnir Lightning Charge, your ranged attacks will splinter the Frost Giants handily, and even Thor's Lightning Strike area-effect special ability can take down the enemies quickly. Use the IN button on the power override station to activate it, then move on to the final one.

The third power override station is outside the building adjacent to Avengers Tower. More Frost Giants spawn around this machine, and this time a stronger type of Frost Giant takes the battlefield. This type of Frost Giant can spawn new Frost Giants by sending out a blast of ice that travels along the ground and spews out a new Giant at the end of its icy path. Avoid going toe-to-toe with this new foe; rather, slam it from the side or behind to take it out before the stronger Frost Giant can land a powerful blow. Once you defeat them all, press the IN button and activate the third power override station to complete the mission and turn the Avengers Tower lights on.

New Challenge Available: Quick Pace Race

© 2014 MARVEL. © Disney. ©2014 Disney/Pixar. All Rights Reserved.



Marvels The Avengers Play Set

Side Mission: On the Grid

ON THE GRID

Recommended Hero: Iron Man

Mission Giver: JARVIS
Type: Combat
Rewards: 250 Blue Sparks, Tony Stark's Sports Car

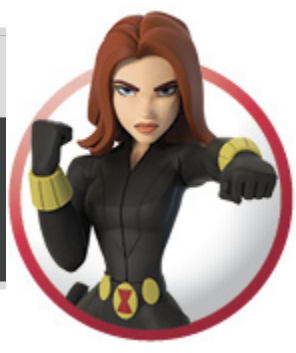
Fly atop Avengers Tower, or if you're hoofing it, use the elevator to reach the top. Speak with JARVIS through the rooftop control panel, and he will hand you a mission to activate six generators across the city to help the citizens stay warm.

Feat Complete: Bird's Eye View

Fly down to the first generator on the rooftop on one of the buildings a few blocks from the Tower. Press the IN button to turn the sector's power grid back online. Zip across town to the second generator and activate the machine after dealing with the spawning Frost Giants. The third generator takes you out on the docks, where it's an easier flip once you reach it.

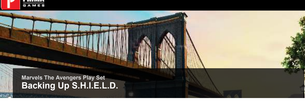
Hero Tip: Black Widow

Black Widow can use her Widow's Veil ability to slip past Frost Giants and activate generators without excessive combat.



Look for the fourth generator across the water and atop the building near the bridge. Use the IN button to activate the fourth generator and clear out before Frost Giants catch wind of you. Fly directly toward the Empire State Building and zip behind it to find the fifth generator atop the roof of a smaller building overshadowed by two larger buildings. Battle through the Frost Giants protecting the generator to activate it. Go around the building and fly over to the warehouse district for the final generator. Press the last IN button to activate the sixth generator and bring power back to the whole city.

© 2014 MARVEL. © Disney. ©2014 Disney/Pixar. All Rights Reserved.



Marvels The Avengers Play Set

Backing Up S.H.I.E.L.D.

Feat Complete: Power Up

STREET SWEEPER

Recommended Hero: Captain America

Mission Giver: Nick Fury
Type: Combat
Rewards: 100 Blue Sparks

Frost Giants have clogged up the streets with ice blockades, and S.H.I.E.L.D. troops can't get through. The Avengers have been tasked with clearing a path through the blockades, and Cap with his sweeping Shield Assault is the best soldier for the job. When you get close to the ice blockades, throw Cap's shield and it will chip away at the ice while damaging any Frost Giants in its arc. Now that's doing double duty!

Feat Complete: Break the Ice

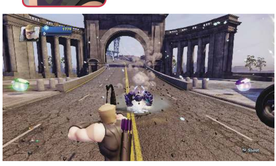
You can find the first blockade past the Avengers Tower, through the park, and up the next block. Destroy the first set of ice barriers and move on to the second set where Frost Giants spawn to guard the ice. Destroy the Giants before smashing the ice, and then wind through the streets splintering ice and Giants' skulls. When you reach the bridge, Fury alerts you that the streets are finally clear of threats and S.H.I.E.L.D. can move in.

New Challenge Available: High Flier

BRIDGE MAY BE ICY

Recommended Hero: Hawkeye

Mission Giver: Nick Fury
Type: Combat
Rewards: 250 Blue Sparks



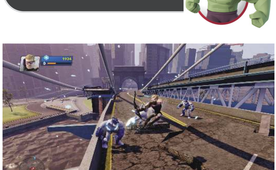
On this next mission, Nick Fury informs you that a busload of civilians is trapped on the bridge by marauding Frost Giants. You want an Avenger with a strong ranged attack for this battle, such as Hawkeye with Rain of Arrows or Open Fire, which gives him plenty of firepower to do the trick.

Jump on your S.H.I.E.L.D. Motorcycle and zoom over to the bridge. Approach the bridge with caution as Frost Giants will begin spawning and charging down at you. Always focus on the closest one and pick it off before it gets into melee range. When groups attack, rely on an area-effect attack like Hawkeye's Open Fire. Backpedal if you need more space to plant arrows in your foes.

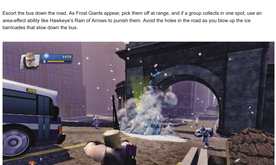
Make your way up the bridge and avoid the falling debris and eroding pavement. Destroy the ice barriers as you go, and perform an Air Strike on the slab of concrete in front of the bus to smash it down and fill in a hole in the road. Once you break all the ice trapping the bus and defeat a new group of spawning Frost Giants, the bus will slowly begin rolling down the broken bridge road.

Hero Tip: Hulk

Any hero who likes hand-to-hand like the Hulk can pick up a Frost Giant and heave them off the side of the bridge.



Escort the bus down the road. As Frost Giants appear, pick them off at range, and if a group collects in one spot, use an area-effect ability like Hawkeye's Rain of Arrows to punish them. Avoid the holes in the road as you blow up the ice barricades that slow down the bus.

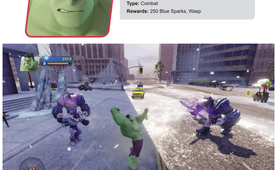


Don't let the Frost Giants pound away on the bus. Keep clearing ice blockades and Frost Giants until the bus rolls past the stone arch leading into Manhattan. Fury will alert you when the civilians are safe and your mission is complete.

SHAKING THE WASP'S NEST

Recommended Hero: Hulk

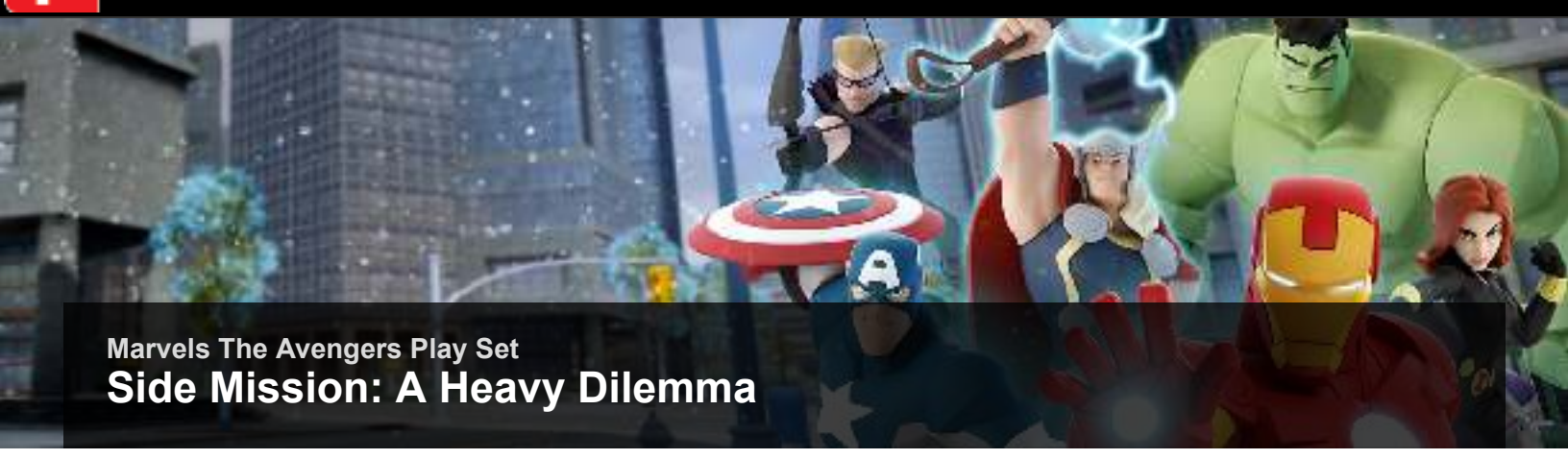
Mission Giver: Wasp
Type: Combat
Rewards: 250 Blue Sparks, Wasp



Wasp's apartment building has been encased in ice. Normally, that wouldn't be a big deal, since so is the rest of Manhattan; however, a horde of Frost Giants are assaulting the building too. Even that wouldn't be too bad, but large Frost Giants have been added to the mix, and they are a serious challenge. Large Frost Giants can throw spears and use shields to block your attacks. It takes someone like the Hulk to deal with the vast amounts of Frost Giants in this mission and break down the large Frost Giants' defenses and take them out.

Head down the street from the earlier bridge mission and you'll find Wasp's apartment building on the left. Smash through the ice blocks encasing the walls, then shift your attention to the Frost Giants as they spawn. Shatter ice and frost until the corner of the building is free and Wasp flies out to greet you. The whole Avengers team shows up to talk with Wasp, and she agrees to do some surveillance for you as you begin to unravel Loki's plans.

© 2014 MARVEL. © Disney. ©2014 DisneyPixar. All Rights Reserved.



Marvels The Avengers Play Set

Side Mission: A Heavy Dilemma

A HEAVY DILEMMA

Recommended Hero: Black Widow

Mission Giver: Nick Fury
Type: Escort
Rewards: 250 Blue Sparks, Small Frost Giant

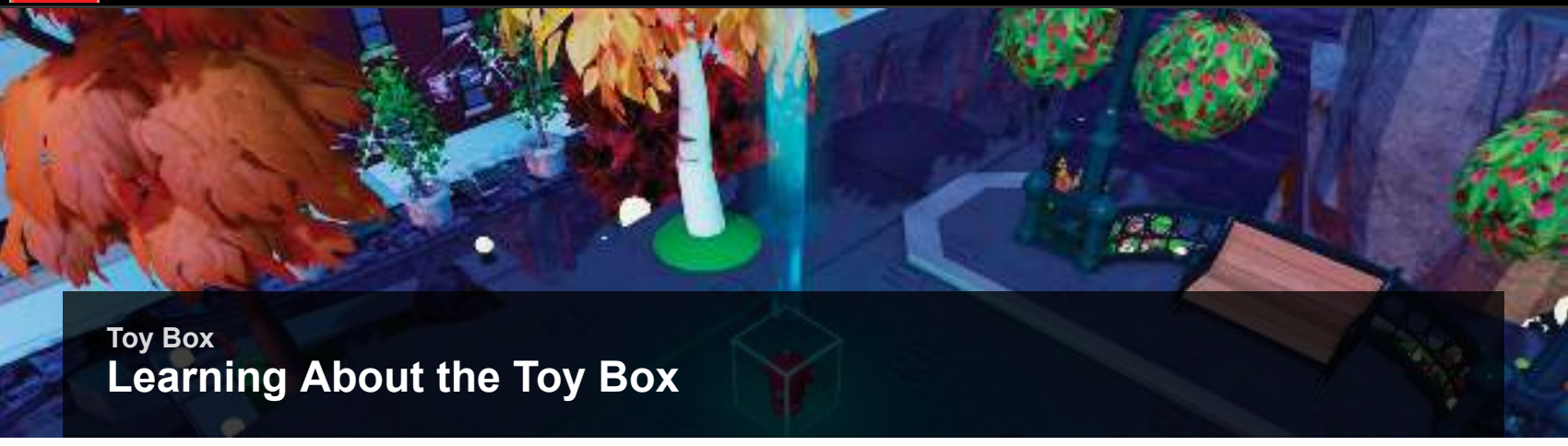
Speak with Nick Fury and he'll give you the rundown on your next side mission: transport a piece of S.H.I.E.L.D. equipment through enemy territory. Hop on the S.H.I.E.L.D. Motorcycle and follow the yellow objective marker to locate the equipment in the city.

Frost Giants will attack the area as you near the overpass. Engage them quickly before they have a chance to damage the equipment. If the equipment takes too much damage and its green bar is reduced to zero, the mission fails. Pick up the equipment after you've punched a hole in the ice blockade and begin carrying your cargo to its final destination.

As you walk down the street, equipment overhead, ice missiles will drop from the sky and form ice barricades as they land. Avoid getting hit by these or you and the equipment will take damage.

Drop the equipment off in the flare zone next to the S.H.I.E.L.D. vehicle. Prepare for an assault from a big group of Frost Giants, and as you beat away on the Giants, keep the equipment in your sight. Defend the equipment rather than straying too far out to defeat enemies. Use the flares as your guide as you keep coming back to them to protect the equipment. Remember, if you need a break at any time, Black Widow can use her stealth ability to slip out of combat and grab a few Sparks or sneak up behind an enemy. If the equipment survives and you defeat all the Frost Giants in the area, Fury signals mission accomplished.

© 2014 MARVEL. © Disney. ©2014 Disney/Pixar. All Rights Reserved.

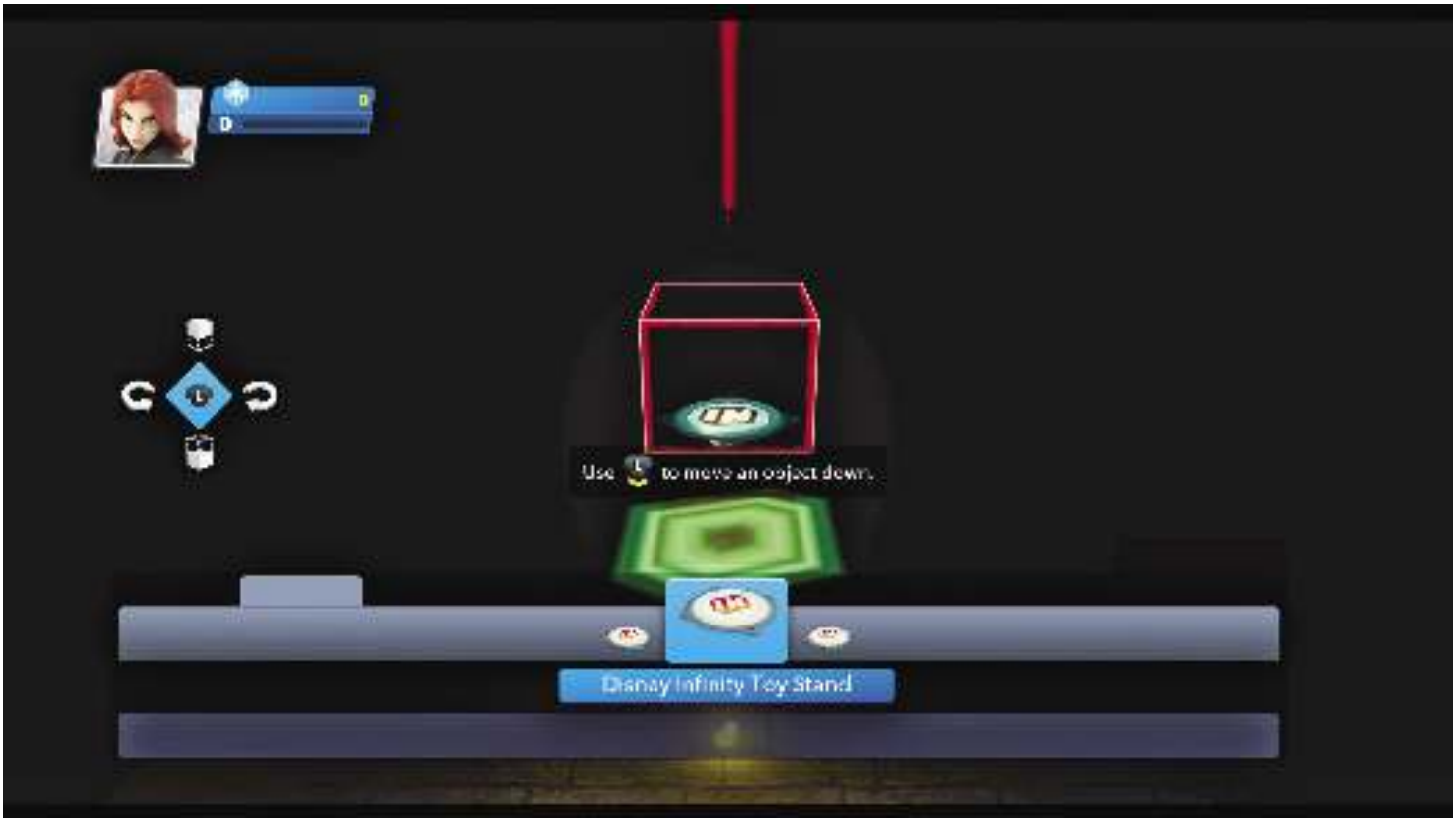


Learning About the Toy Box

Disney Infinity: Marvel Super Heroes (2.0 Edition) is a huge game with infinite possibilities. The Toy Box is a key feature of the game, and it can be somewhat daunting at first as there is so much to do. This part of the guide focuses on the Toy Box, which encompasses all parts of *Disney Infinity: Marvel Super Heroes (2.0 Edition)* that are outside of the various Play Sets.

LEARNING ABOUT THE TOY BOX

After completing the start of the game where you get a brief taste of what is in store for you in *Disney Infinity: Marvel Super Heroes*, you enter the Toy Box Introduction world. This is the place where you can learn everything you need to know about playing, creating, and just having fun in the Toy Box. There are several hosts that provide missions, which are lessons on the various aspects of the Toy Box. It is a very good idea to take some time and go through these instructional missions, even if you are a veteran of *Disney Infinity*, because some of the controls and features have changed.



Move the Disney Infinity Toy Stand onto the platform to enter the Toy Box Intro World.

Rewards in the Toy Box

Not only do you learn about the Toy Box by completing the host missions, you also earn some cool rewards. In addition to blue Sparks (the money in the Toy Box) and orange Sparks (experience for your character), you also unlock some very cool toys. While you could purchase them in the Toy Store, some are quite expensive and you can unlock them for free just by completing all of the missions.

Toy Box Host Missions Rewards

Missions Completed	Reward
5 missions	King Louie Townsperson
10 missions	Collector Challenge Kit template
20 missions	Toy Box Door
30 missions	King Louie's Throne
36 missions	Enchanted Bed

There are five main hosts for the Toy Box. There is no specific order in which you need to visit them. However, it is usually best to save the combat host for last so you can build up some experience for your character and then upgrade your character's skills prior to going into combat. So let's get started.

CREATION HOST

Merlin is the Creation Host.

The Merlin townsperson is the host who teaches you the basics of creating in the Toy Box. As such, he offers a good place to start. He is the host with the icon of the world above his head. Walk over and talk to Merlin. As soon as you do, you gain blue and orange Sparks and complete the first mission. Also, the Toy Box World expands as a city is built right before your eyes.

Talk to Merlin again and you can choose from two topics—Toy Box Creation Help or Travel Help. Start off with creation help and then go through the four options one at a time. The first teaches you how to place an item in the Toy Box. Next you learn how to customize the look of the Toy Box. Third is about changing the Toy Box sky and the last choice is about getting more toys.

Press the editor button to open the Toy Box editor. Here you can select from all of the toys that are unlocked for you. Learn to use the editor and the filter to find the correct toy. Pick one and then move it around and rotate it to get it just how you want it. Then place it into the Toy Box following the in-game directions to complete the mission.

Learning how to place items in the Toy Box is an important lesson to learn right at the start.

The next lesson teaches you how to change the look of your Toy Box. Follow the directions to access your wand from the Packs and Tools menu and then use the wand to select an item. You can then change the look of the object. When you select the palette, you can change the style of just that object or even apply that theme to the entire Toy Box. That will change all of the items whose style can be changed to that new style. Play around with this to see the different themes that are available initially. You can purchase more themes in the Toy Store later.

Use the magic wand to select an item to customize.

After changing the look of an item, you can now learn about Spark Mode. This lets you move around the Toy Box quickly and edit or build lots of things. Open the editor and then follow the instruction to enter Spark Mode and complete the assigned tasks. Then ask Merlin about changing the look of the sky. He tells you how to use either Power Discs or the sky changer toy to do this. Finally, ask Merlin about getting more toys.

The next options in the Creation Host menu are about travel. The first is how to go to a Play Set and then how to download a Toy Box. Ask Merlin for a tip to complete another mission. He will help you get to those hard to reach Sparks. His advice is to build structures that will allow your characters to reach those.

NOTE

As you complete these missions, once you collect enough orange Sparks, you will level up your hero to level 1 and unlock the Hall of Heroes Door and the Marvel's Hall of Super Heroes Door.

TIP

While you can explore the city that the Creation Host made for you and look for Sparks, it is better to complete all of the Host Missions first because some of the things you learn will help you get some of those hard-to-reach Sparks.

Creation Host Missions

Mission	Spark Rewards	Unlocks
Talk to Creation Host for the first time	100 orange, 300 blue	
Place an item in the Toy Box	20 orange	
Change the look of the Toy Box	35 orange, 300 blue	Toy Box Terrain
Use Spark Mode	25 orange, 25 blue	
Change the sky	25 orange, 200 blue	
Getting more toys	15 orange, 100 blue	
How to go to a Play Set	15 orange, 100 blue	
How to download a Toy Box	15 orange, 100 blue	
Ask the Creation Host for a tip	5 orange, 10 blue	
Ask how to collect hard-to-reach Sparks	10 orange, 25 blue	
Unlock the Hall of Heroes and Marvel's Hall of Super Heroes Doors	35 orange, 300 blue	

VEHICLE HOST

Luigi from *Cars* is the Vehicle Host who teaches you all about vehicles and mounts, which you can use to travel quickly and get to places some characters could not otherwise reach. When you walk over and talk to him, a race track is automatically created, plus the Autopia Car appears on the track. Go and hop in it to unlock the car and complete the first mission.

Luigi is ready to help you learn about vehicles.

Talk to Luigi again and ask him to teach you to drive a car. Then hop back in the car and start driving. When you drive over the race button in the middle of the road, you are asked to start the race—don't start it yet. Follow the on-screen directions to learn how to accelerate and how to drift. Drifting is a great way to take turns at high speed and also build up turbo. Luigi even tells you how to use turbo to get a boost of speed from your car. Try to stay on the track. However, if you drive off the edge, you will respawn back on the track. Finally, learn how to do a quick 180-degree turn to complete this mission. Continue along the track back to Luigi.

Drift around the turns so you can build up turbo.

Luigi's next mission is to teach you how to fly. He provides a helicopter for you for this mission, so get in and get started. Follow the on-screen prompts to learn how to take off, fly forward, and strafe to the left and right, as well as how to attack. Once you have tried all of these, the mission is complete, so fly back to Luigi.

A helicopter is a great way to get some of those Sparks that are on top of the buildings and other locations that are up high.

TIP

When flying the helicopter, press the Item select button and select from four different types of weapons. Try them out. They are great for defeating enemies.

Next, learn how to ride animals. Luigi provides Merida's horse, Angus, for you to ride. Mount up and then follow the directions to learn how to run, jump, and even sprint. Following that mission, talk to Luigi about how to build your own tracks. This is quite easy and all of the pieces you need are already unlocked in the Toy Box. However, you don't actually need to build a track to complete this mission—just listen to Luigi and learn. The basics of building a track are to make sure all of the pieces are connected, create a complete circuit, and be sure to include a race track start piece. Then just drive up to the Race Track Start piece to begin a race. The Toy Box will automatically provide some competition for you.

Learn how to make your own race tracks.

Now that you know how to drive, it is time to learn about doing tricks. Luigi will create a stunt park and a stunt buggy for you to drive. Drive up the sides of the stunt park to get airborne, then follow the directions to perform some tricks. The mission is completed once you have performed a total of five tricks. Exit the stunt buggy to return to Luigi.

Practice getting air and doing tricks. Notice that as you do tricks, you build up turbo just like when you drift.

Finally, ask Luigi how to reach hard-to-reach Sparks. Since he is the Vehicle Host, he will tell you to try using a helicopter. This tip counts as another mission complete, and by now you should be getting close to your third reward.

Vehicle Host Missions

Mission	Spark Rewards	Unlocks
Talk to Vehicle Host for the first time and drive the car	35 orange, 100 blue	Autopia Car
Learn how to drive a car	35 orange, 300 blue	
Learn how to fly	35 orange, 200 blue	
Learn how to ride animals	35 orange, 200 blue	
Learn how to build your own track	25 orange, 50 blue	
Learn how to do tricks in a car	35 orange, 300 blue	
Ask how to collect hard-to-reach Sparks	10 orange, 25 blue	

EXPLORATION HOST

When you first talk to Mulan, an Agrabah market structure appears and challenges you to get to a Spark capsule. An indicator shows the location of an orange Spark capsule. As you go after it, you learn about jumping as well as rope/pipe climbing and grinding to get to get to the capsule to complete another mission. Next you have to collect ten blue Spark capsules that are scattered about the market area.

Mulan is ready to teach you how to get around obstacles in the Toy Box.

Once you have completed the Agrabah missions, talk to Mulan again and ask her how to jump. She will provide some platforms with blue Spark capsules. Jump across the platforms to get to the blue Sparks. Next ask her how to jump farther. She will teach you how to double jump. Then double jump across some more platforms to collect even more blue Spark capsules. The final lesson is how to grab a ledge. Now you have to double jump towards platforms and grab on to the ledge. Then press the jump button again to pull yourself up to collect a blue Spark capsule. Move across all of these platforms to complete this mission. Finally ask her about collecting hard-to-reach Sparks. She will suggest using a flying character. Complete all of these missions and you are on your way to your next reward.

Jump onto platforms and grab ledges to complete Mulan's three instructional missions.

Once you have completed the instructional missions, it is time to try out the Agrabah challenge. An indicator shows the location of an orange Spark capsule. Use what you have learned about jumping as well as rope/pipe climbing and grinding to get to get to the capsule to complete another mission. Next you have to collect ten blue Spark capsules that are scattered about the market area. Get them all and you have completed yet another mission and are on your way to your next reward.

Make your way through Agrabah to collect capsules and complete a couple missions along the way.

Exploration Host Missions

Mission	Spark Rewards	Unlocks
Learn how to jump	20 orange, 50 blue	
Learn how to jump farther	20 orange, 50 blue	
Learn how to grab a ledge	20 orange, 50 blue	
Collect orange capsule in Agrabah challenge	100 orange, 300 blue	
Collect 10 blue Spark capsules in Agrabah challenge	70 orange, 100 blue	
Ask what to do if you get stuck	10 orange, 25 blue	
Ask how to collect hard-to-reach Sparks	10 orange, 25 blue	

TOY STORE HOST

Remember Oaken from *Frozen*? He is the Toy Store Host and is here to teach you all about the Toy Store and how to get more toys for your Toy Box. As soon as you walk over to him, he gives you some blue Sparks. These are the currency in the Toy Box.

Talk to Oaken to learn about the Toy Store.

Start off by asking Oaken what he has for sale. This opens up the Toy Store. Look through the menus and pages of toys. You don’t have to buy anything at this time. When you exit the Toy Store, you complete the mission. The next mission is to learn how to get more toys. You can purchase them from the Toy Store Host or from the pause menu. Ask the remaining two questions about Blue Sparks and Disney Infinity 1.0 Toys to complete two more missions.

The Toy Store consists of several different pages of toys that you can unlock by spending blue Sparks, by playing through the Play Sets and Toy Box Games, or by completing Toy Box Host missions.

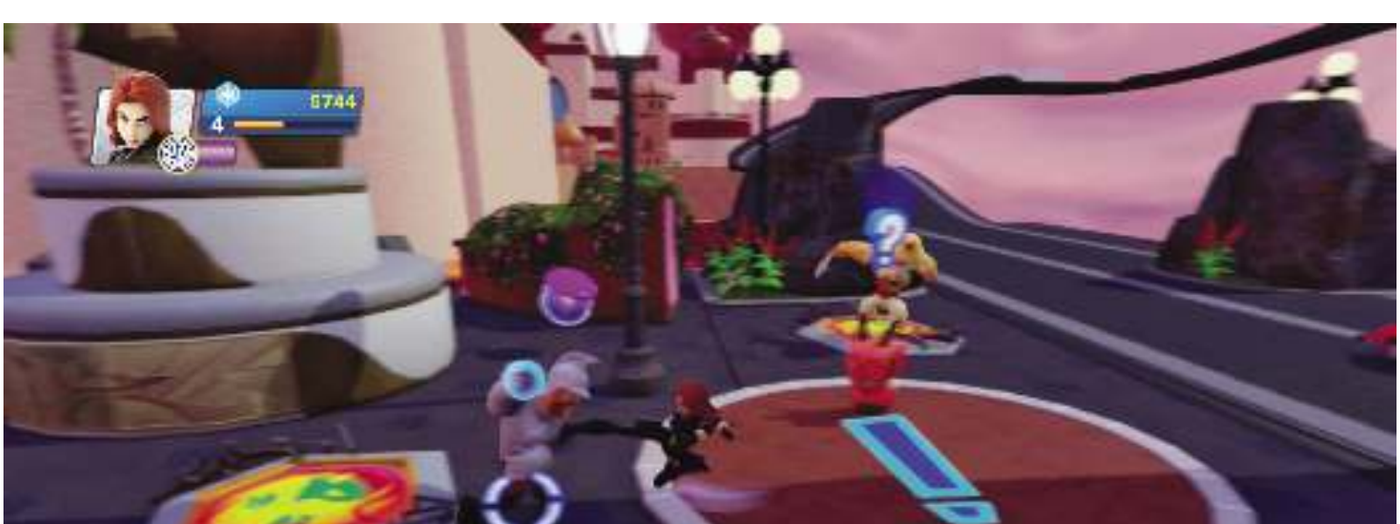
Toy Store Host Missions		
Mission	**Spark Rewards**	**Unlocks**
Talk to the Toy Store Host	10 blue	
What does Oaken have for sale?	10 blue	
How do you get more toys?	50 blue	
What do blue Sparks do?	10 blue	
How do you get your Disney Infinity 1.0 toys?	10 blue	

COMBAT HOST

The last of the main Toy Box hosts is Phil, the same person—or satyr—that trained Hercules as well as several other heroes. He can make you a hero too!

Phil, the Combat Host, will teach you all you need to know about fighting enemies.

When you first talk to Phil, he sends two enemies to attack you. Follow the directions and press the attack button to defeat them. Be sure to gather the Sparks they leave behind once defeated.



Use melee combat moves to defeat the two enemies by tapping the attack button rapidly.

Many characters have projectile weapons while others do not. However, you can equip items to all characters no matter whether they have a projectile weapon or not. Ask Phil bout this. He will show you how to press the Item select button to open up the Packs and Tools menu. Here you can assign a weapon such as the Toy Box Blaster to your character so they can use it to attack enemies. Next ask Phil about Toy Box games. He explains how to place a Toy Box game piece onto the hexagonal slot on the Disney Infinity base to play these games. Finally talk to Phil about placing enemies in your Toy Box. He shows you how to use the enemy generator to cause enemies to spawn in the Toy Box. Push the button on this toy if you want some more enemies to fight.

The Fairy Godmother gives you the combat challenge. Use ranged attacks to hit the Omnidroids from a distance.

Now all that is left is the combat challenge. Walk across the race track to talk to the Fairy Godmother. Cinderella is being help captive. You must rescue her. Move into the courtyard area and defeat several Omnidroids so you can get to a button. Push it to lower a bridge so you can reach the tower where Cinderella is located. As you take damage, be sure to collect the green Spark capsules as well as green Sparks left behind by defeated enemies.

TIP

By this time, you should have leveled up your character a few levels. Be sure to go to the skill tree from the pause menu and purchase some skills for your character that will help them be more effective in combat.

The Tank Omnidroid is defending the tower.

Once you get across the bridge, you must face the boss—a Tank Omnidroid. This is one strong enemy and it can take a lot of damage. Stay back and use the Toy Box Blaster or your character's ranged attack to hit this boss. When it begins firing its lasers at you, move behind the tower for cover. Then resume your attack when the laser stops firing. Keep at it until the Tank Omnidroid is defeated.

Pick up Cinderella and get her to Phil to complete the challenge.

The tower opens and you can pick up Cinderella. Carry her across the bridge. However, there are more Omnidroids waiting. If you try to fight, you will drop Cinderella. So just run as fast as you can through the courtyard and out into the Toy Box main area. Get her to Phil to complete this challenge. If you have already completed all of the other missions and challenges, you will have unlocked the final reward at the same time.

Combat Host Missions

Mission	Spark Rewards	Unlocks
Talk to the Combat Host for the first time	35 orange, 100 blue	
Learn how to hold a weapon	25 orange, 50 blue	
Learn how to go to a Toy Box game	25 orange, 100 blue	
Learn how to fill your Toy Box with enemies	25 orange, 100 blue	
Complete the combat challenge	150 orange, 300 blue	

© 2014 MARVEL. © Disney. ©2014 Disney/Pixar. All Rights Reserved.